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MICROWORLD

WHERE ARE WE? In case you don't know, we have two Berkeley locations:

The time has come for you to consider whether you really enjoy using your Atari ST. If you do, then I suggest you buy things for it. This is really one of those situations where you will either **USE IT** or **LOSE IT**. I don't mean the machine itself obviously, but rather support for it.

For several years now, we have seen products and support diminish for Atari and I put it to you that while Atari has let us all down by not supporting or advertising, it is up to you and I to keep the flame burning in the Bay Area. As the largest reseller of Atari equipment with the largest inventory of Atari software we need your support just as you need ours.

Come in and show you care with your pocketbook. Give us good reasons to keep buying the new software and products which are being produced for Atari computers. You know, Atari users are a pretty tight knit group, especially here in the Bay Area, and I know most of the SLCC folks by name or at least by sight. So I know whether you are buying stuff or not. The truth is that Atari users are responsible for Atari's attitude about the ST and developer's attitudes as well.

A lot of us are quicker to criticise and denigrate others efforts than we are to show support or do anything positive for the market. In effect, Atari decided we were all too cheap and started looking in other directions to make their living. As time goes on Atari dealerships will have to do the same, being squeezed out by a penurious public and recalcitrant corporate management.

Of course, nobody is perfect. And the ST may eventually go the way of the 8-bits. But, I got my start in the computer business selling Atari and I still get a kick out of someone who comes in every week or two to buy software for their ST. In human terms, Money Really Does Make the World Go 'Round.

So, I ask you: What are you doing to keep the ball rolling? *Let's work together to keep the Atari market active !!!*

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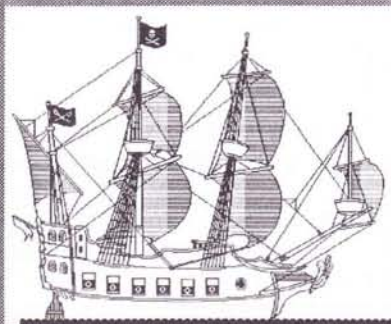
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Do Nothing Editor: Jim Hood
Associate Editor: Ray Thomas

San Leandro Computer Club
P.O. Box 1506
San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. If after reviewing this newsletter and attending a meeting you still want to join, a membership application appears elsewhere in this issue.

Club Officers:

President	Bob Woolley	865-1672
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March •

1992

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Nothing

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	Main Meeting 8:00 p.m. San Leandro Library	4	5	6	7
8	ST Meeting 8:00 p.m. San Leandro Library	10	11	12	13	14
15	16	17	ST Beginners' SIG 7:30 p.m.	19	20	21
22	23	24	25	26	Journal Deads 27	28
29	30	31				

Call SIG Leaders to confirm meetings.

RANTINGS AND RAYVINGS

BITS AND PIECES

By Ray Thomas, DTP Sig Leader

Pagestream 2.2 for the Amiga is now shipping, according to "Radical Type," the (currently) Canadian magazine for Atari desktop publishers.

Why should we be interested in that? Because last time an upgrade came out for this program for Amiga, ours wasn't far behind.

I certainly hope this upgrade has eliminated many of the problems I wrote about in December.

I might also add that I sent a copy of the December article to Soft-Logik, and so far have had no reply. I don't know of any other business where a supplier could get away with totally ignoring their customer's problems. It begins to look like they just don't give a damn.

"RADICAL TYPE" MOVES TO U. S.

Mike Loader, publisher of "Radical Type" will soon be moving to the United States to go to work full time for Soft-Logik.

Most people don't know that Mike is the one responsible for the excellent manual that came with Pagestream 2.1. But he was doing it on a part-time basis, from far away. Soft-Logik prevailed upon him to move here and do it full time. They did something right, this time.

I think he'll find it a lot easier to publish his magazine from the U. S., if my information is correct. I recently solicited a quote from a Canadian web-offset printer for my own publication. The price they quoted almost made me gag! And that didn't even include the cost of shipping the copies here.

He'll probably also find it much easier to find a service bureau to make his page prints here, as DTP seems to be a lot further advanced in the States than it is in Canada. (That ought to get me some mail!)

Any of you who missed my article about this magazine several months ago should subscribe immediately. This publication is a real FIND for Atari desktop publishers! I've gotten almost as much benefit from



this publication as I have from my membership in SLCC— and that's SAYING something!

You can subscribe by sending US\$18.95 to: I. Koën Design, P. O. Box 107-SL, Lazo, BC, V0R 2K0, Canada.

MEGATYPE

MegaType, who makes those excellent fonts for Pagestream and Calamus, has introduced twelve new fonts in Pagestream, Calamus and PostScript formats.

ATARI OCR

Migraph has come out with an Optical Character Reader for Atari. It uses the proven Omnifont technology from the Unix world and can recognize characters based on mathematical definitions.

It features direct support for the Migraph and Golden Image hand scanners. It also allows IMG and TIFF loading for use with other scanners.

You can export your text in ASCII format. English, French, German and Dutch lexicons are included. It also supports foreign characters.

It supports twenty fonts and you can train it to recognize other fonts. It can even recognize NLQ dot matrix output. It has a 98% accuracy rating and is available now from Migraph, Inc., 200 S. 333rd St., Suite 220, Federal Way, WA 98003 for \$299.

TOUCHUP 1.65

This upgrade for the popular drawing program, Touchup is now being shipped.

With it, you can "save as gray" to turn dithered scans into 16 or 32 grayscales. To upgrade from 1.5 is \$20; from 1.0 is \$40, plus \$4 shipping. To buy the program is \$179.95 from Migraph, Inc., at the address above.

PAGESTREAM POSTHASTE

One of the things Mike Loader, of "Radical Type" has had on his list to do is a book that will basically be a Pagestream Tutorial called: "Pagestream Posthaste."

This project has been placed on the "back burner" while he worked on the Soft-Logik manuals and his magazine.

But he is now doing a column by that name in "Radical Type," so people who need to know more about their program can at least get some of the information that will be published when he does get to writing the book.

The subject in the November/December issue was "service bureaus," and how to use them to get your pages printed, even if they don't own an Atari.

There are ways to use an IBM compatible or even a Macintosh to print your files. You just have to know how, because most service bureau owners don't. He tells you what you need to know to get the job done. Another good reason to subscribe.

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Coming Attractions

March 10

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World preview of new Atari hardware.

April 4

Atari Canadian Exposition

Toronto, Ontario

Canadian preview of new Atari hardware.

April 22

Boston Computer Society

Boston, Mass.

U.S. preview of new Atari hardware.

July ??

Northern California Atari Expo, V. 2

??, California

Northern California Atari diehards decide not to spend their money on "old technology" and hold out for the wonder machines previewed at the earlier shows.

OUR 8-BIT DISKS

by Bob Scholer SLCC 8-bit Software Chairman

SLCC DISK- February 1992

This month's disk features an outstanding doublecrossics program and six puzzles on the back! The program is named PLAYER.ARB, to make it autorun under Turbo Basic ver. 1.5 (included as AUTORUN.SYS). This requires an XL or XE. It did not run with TB 1.4 (the 800 compatible one). There is also an introductory file (WELCOME.TXT) with playing tips and background information; and DOS 2.5. The front-side file DBLCRSTC.DOC has instructions for booting and playing; a list of cursor commands; and an acknowledgement to Michael Stomp by Jim Dysle, the author. Read both files. If you've never solved one of these puzzles, this is an excellent way to begin, and see how you like them.

The front has 3 other games, 2 UTILities, 1 DEMO, and 8 DOCs (plus the disk files). These are listed and described below.

CONTENTS

Games (all have DOCs)

- CALLA.BAS- for 1 or 2 players.
- DRONE.BIN- arcade action, for 1 player.
- EUCHRE.BAS- the classic card game, with rules.

UTILities (with DOCs)

- ASTRON.BAS- observational astronomy program.
- TESTER.BAS- helps make multiple choice tests.

DEMO (with DOC)

- HERTZ.BAS- creates test tones.

PROGRAM COMMENTS

CALLA.BAS- by Chris H. Roberts is a computerized version of 'AWARI'. This one is much better than that on SLCC Vol.5; #11. It's for 1 or 2 players, with J/5. The computer is a good opponent in 1-player mode. The DOC is excellent.

DRONE.BIN (or DRONE DUSTERS)- by Bob Ayik; from ANTIC for Sept. 1988; is a fast game for one player with J/5 (or keyboard); based on TARG. The DOC explains the play and some of the programming techniques. Keyboard play is not recommended!

EUCHRE.BAS- is the classic card game, computerized; for one player. You play from the

keyboard. The DOC explains the rules and some of the strategy. It's still a good game, even though it's hardly ever played any more. This program is a good way to learn (or review) the rules.

ASTRON.BAS- (Observational Astronomy Program) by John Godbey is from ANALOG #13 (9,10/83). It will tell you what celestial objects are available for viewing in the night sky at a given latitude and longitude for any date in the twentieth century. The main options for information displays are:-

(1) Rising and setting times (for any of 9 time zones); plus percent illumination for all solar system objects (except the sun).

(2) Name, type, and rising and setting times for 60 deep sky objects.

(3) Data on one object over several days in the same calendar year.

The program is in BASIC, so you can easily add or modify data for the deep sky objects. ASTRON.DOC has instructions for use of the program. See the magazine for information on its limitations and accuracy. Calculations are based on formulas in "Practical Astronomy" by Peter Duffett-Smith.

TESTER.BAS- by Joseph Kattan is from Issue #52 of COMPUTE! (9/84). It is designed to help you create multiple choice tests. Tests can be devised to teach anything from history to sports trivia. Just fill in the DATA statements with the questions and answers and the program does the rest. DATA statements are separated into categories and the choices for each question are selected randomly from within that category. This prevents inclusion of obviously absurd answers to any question. It also allows for the inclusion of diverse subjects on a single test. The program is intended primarily for single subject tests that require the segregation of answers by types- as History, etc. TESTER.DOC explains how to use the program, and some of its limitations.

HERTZ.BAS- by Larry Nocella is from the Tech Tips section of ANTIC for April 1989. It uses 16-bit sound and the POKEY chip clock to produce sounds in two voices over a range of nine octaves. HERTZ.DOC gives a little more detail and background.

As noted above, Doublecrossics is the featured item which occupies the entire back of this disk. You must have an XL or XE to use it. The file DBLCRSTC.DOC, on the front, has all the necessary introductory information.

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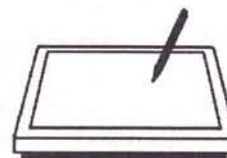
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Pounding on the 8-Bits

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March, 1992

by Bob Woolley

I read a piece in Current Notes this month where the author made reference to the Studebaker automobile and it's small but continuing band of loyal supporters. His subject concerned the ST, but sounds very familiar to this 8-bit user. We "Classics" no longer fit into the mainstream of computer marketing - a fate now overtaking the ST as well. It didn't seem to me as I read on that the Studebaker was such a good analogy for our particular situation. After all, who would be interested in an old Hawk with 200,000 tough miles on it? Beat up, rusting out, burning oil - it would take a small fortune to put into original condition. Some folks still do, of course. In fact, low performance as they are, something like a 65 Mustang not only is a Hot Item, but parts that you can't get for a 10 year old car, much less a 27 year old one, are being reproduced by a number of after-market sources. Where I have a problem is that an 8-bit does not deteriorate to the extent that any automobile will. Sure, the keyboard may wear and the moving parts will slowly reach end-of-life, but the electronics in a 10 year old Atari 800 will still perform exactly as it did when it was new. Folks will pay a whole lot of money for a restored car that gets lousy gas mileage, handles poorly and costs a fortune to maintain. They also buy old furniture that is held together with horsehide glue and square nails. WHY? I dunno. But, I am firmly convinced that my 8-bit will follow the same path. In fact, as long as we use our current alphabet and number system, my 8-bit will retain all the attributes and capabilities it had on the day it was made. And some folks will still be using them. With a flat-head six, crashbox transmission and no CD player, would you want a brand-new 1950 Studebaker Champion? An unknown element of human behavior makes some people answer "yes". All you 486/VGA folks out there, don't work yourselves up, but we're here to stay, thank you.

What prompts all this? Well, one element that is necessary for continued 8-bit use is an infrastructure. Parts need to be available, repair services need to be offered, new software needs to be distributed, enhancements made available.... You know - all the stuff you need that you can't do yourself. I like a User Group meeting once a month just to be able to hang out with a bunch of 8-bitters for awhile (I suspect that a number of us follow that direction at SLCC). But, for a large percentage of remote or non-participating users, meetings do offer a certain amount of support if you can catch someone to give you a hand. The problem is that many, many 8-bitters don't belong to a club. Where will they get support? Few of them are on a BBS and who has a DEALER near them? The answer is a national magazine dedicated to 8-bits and available in your local bookstore. You remember when we had something like that - ANTIC, ANALOG, ROM and the like? We had them and we lost them. They were not viable in the existing market and they died. Now, we need to create a replacement geared to the next ten years of 8-bit use. A smaller, more intense group that will respond to offerings if we can find them in our own magazine. The remaining 8-bit resources need a place to advertise that reaches into the the far corners of the world, and we users need a place to look for them. I see a number of exchange newsletters every month with "good stuff" in them, but how many others see it? We are quickly losing our ability to communicate with each other and act as a group. We need to fix that!

Great, Bob! Where do I sign up?

Thought you'd never ask! There just happens to be a couple of folks out there that are working towards that end. The contact is Jeff McWilliams 2001 G Woodmar Drive Houghton, MI 49931-1017. He has to hear from anyone interested before March 31st, so shake a leg. The objective is to reach as many 8-bitters as possible and gauge their committment to a national publication. We have to have some idea as to who we are before anything can be undertaken - can't aim too high here, but don't want to limit ourselves

with poor information. I am going to bring a number of information packages to the next meeting if anyone is interested or you can write directly to Jeff. The 8-bit isn't going to go away entirely, but you can certainly affect it's future just by supporting Jeff and his crew. Keep in mind that one response now is worth 10 responses later....

So, what else is new? How about some hardware hacks? Got a couple of things in the mail from 8-bitters around the country:

One from Alan Nemeroff up in Montreal. He has designed an RS-232 adaptor similar to the old R-Verter interface that only uses one chip (which makes it easy to build). With this simple circuit, you will be able to run serial connect devices, mainly modems, without an 850 or P:R Connection, which should save you a few bucks. I'll write it up one of these days in the Journal once Alan has it wrung out.

The other package came from Jeffrey Worley (Miami) and contained a huge collection of published hardware upgrades for the 8-bits. Memory upgrades, OS changes, keyboards, freezers - everything under the Sun (uuhhhh.. er.. Atari). I don't know how much of this Jeffrey has, but he seems to be well stocked in upgrades. It would be nice if someone wrote all of these things up, printed them, and made them available in one folder. Jeff's interest is centered around memory upgrades, particularly 1 meg and up. So, I'll be looking into them in the next month or so. How about 4 meg? 256 banks of 16K per bank. 512 screens of 8-bit graphics? Plug in a 1 meg SIMM for \$40 bucks - plug in a 4 meg SIMM later when the price drops. Actually, my SIMM sockets hold two boards..... (grin)

What else? How about a Northern California Atari Expo? The Club is going to work with other groups in the area and put on a joint Atari-only show. There will be a lot of ST/TT stuff there for sure. How much 8-bit activity will be present depends on the volunteers who work on making it happen. I will certainly do something, but I wouldn't expect an 8-bitter to make the show just to see the efforts of one person. Let's get together and see if we can put out a program that will draw a large percentage of the remaining Bay Area 8-bit users. Call me if you would like to participate or have suggestions. 510+865-1672 until next month.....

EXPO!

The SLCC, in conjunction with other Bay Area Clubs, will be hosts to an Northern California Atari Expo during the weekend of July 25th!

Atari, being what it is, does not do a lot of advertising for it's products. With this in mind, any effort on our part to publicize Atari products will be highly visible in the marketplace. It will generate a good turnout of both developers and users if we all do our part to make it happen. We have the expertise and the experience - let's pitch in and do it!

I would like to see not only all the Atari users in the area attend, but also anybody who might like to be an Atari user. This is going to require that the show be absolutely everything to all poeple (we're aiming high here!). Going to the Expo, you should be able to see everything, buy everything and try everything that can be done with an Atari. Is this too much to ask? (and, yes. There will be a lot of 8-bit stuff there)

I have heard that this type of thing is a lot of work. I'll take their word for that. Having gone to the last Expo in San Jose, I don't have to take anybody's word that it is also a lot of fun. We are not limited here by anything but our resources and imagination - MIDI, DTP, games, education, business applications - anything goes. Soooooo... we need volunteers and ideas. I know they're out there. Give us a call. Who?

Any of the officers listed in the front of this Journal will be involved to one extent or the other. The different tasks have been divided between the San Leandro, San Francisco and Sacramento clubs so far. We'd love to hear from any other groups that would like to help. Or, any of you folks out there that aren't a part of any formal groups.

GENERAL MEETING MINUTES 2-4-92

Vice-President Jim Hood called the meeting to order at 8:00 PM sharp. Officers Fowler and Moran were also in attendance. I have it on good authority that Pres. Whatshisname will be back at next month's meeting. (Providing he is able to catch the last of the pink snakes and gets a release from the AA doctors.)

Member Ed Blanchard (who must really be old - old - old) told of attending the World's Fair (the real one back in the 1930's at Treasure Island), and watching a demonstration of a speech synthesizer put on by Bell Systems.

Ed said the synthesizer was a keyboard with about twenty keys operated by a young lady. The quality of speech wasn't great but was well done and quite understandable. (And the girl was very pretty.)

During the question and answer period there were a number of questions and more than a few answers on our old friend the Magic Sac.

It was mentioned that the

SLCC name is no longer in MICROTINES or COMPUTER CURRENTS. The VP will look into it. [He will? ed] There was some discussion about the San Jose Atari club listed in Computer Currents which seems to be for programmers only.

Bob Scholar, our 8 Bit software chairman, told about this month's floppy which is all games and also the new program library disk with it's Turbo Basic capabilities. The program now allows much faster scrolling through the 1500 or so 8 bit programs listed on the disk.

VP Hood discussed the OKIDATA laser printer that President Woolley acquired in his usual shaky manner. After much talk and gentlemanly discussion it was decided that the club would raffle the laser printer at the March regular meeting. Raffle tickets \$5. Who gets the proceeds will be decided in our usual confused manner.

Former President Bob Barton talked about the

meetings that have been going on between the ABACUS club and the SLCC about putting on an ATARI EXPO later in the year. The EXPO would probably be held in the San Jose / Santa Clara area with a July / August date. So far everything is very tentative and exactly which area clubs will participate and how is still to be determined. Bob will report back and keep the members posted on details.

A Motion was made and passed to have Bob work on the EXPO for the club.

After our usual mediocre raffle the meeting was adjourned.

differently reported

Jim Moran - Secretary

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March, 1992

Well, I'm going to make this meeting. I wouldn't want to miss a chance at a real, live laser printer for just ONE buck! What's that? Tickets are FIVE bucks? Yeah, I guess they are, but we will also raffle, in the normal raffle, a couple of super tickets - worth a chance at the Okidata laser. So, for a buck, you could go home with the Oki!

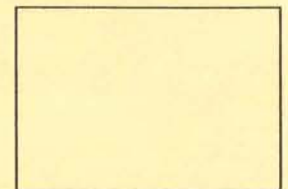
I want everyone to realize that this is a vey cheap laser printer - not much memory (128K) and of small use when doing full-page graphics. It is very fast however.

Any of you remote members or folks that may not make the meeting: call me and I'll buy you some tickets if you like.

yore Prez.....

**San
Leandro
Computer
Club** P.O. Box 1506
San Leandro, California
94577-0374

First Class Club



First Class Postage

General Meeting
March 3, 1991
8:00 PM
Low Class Meeting
at the San Leandro
Community Library
300 Estudillo Avenue

First Class Library

Your Name could go HERE!
See Application inside!

First Class Member